Reference Sheets

Apple II Version – Sheets Created by Motsart. I do not own the images shown.

1. **Setting Game Parameters** – pressing a key allows the player to adjust the game conditions (Fig. 1). Press the corresponding key to change a parameter, and press Enter to accept your changes. When finished, **press F to accept and play.** Game minimum and maximum settings are shown in **( )**. Fig 1 shows default game conditions.
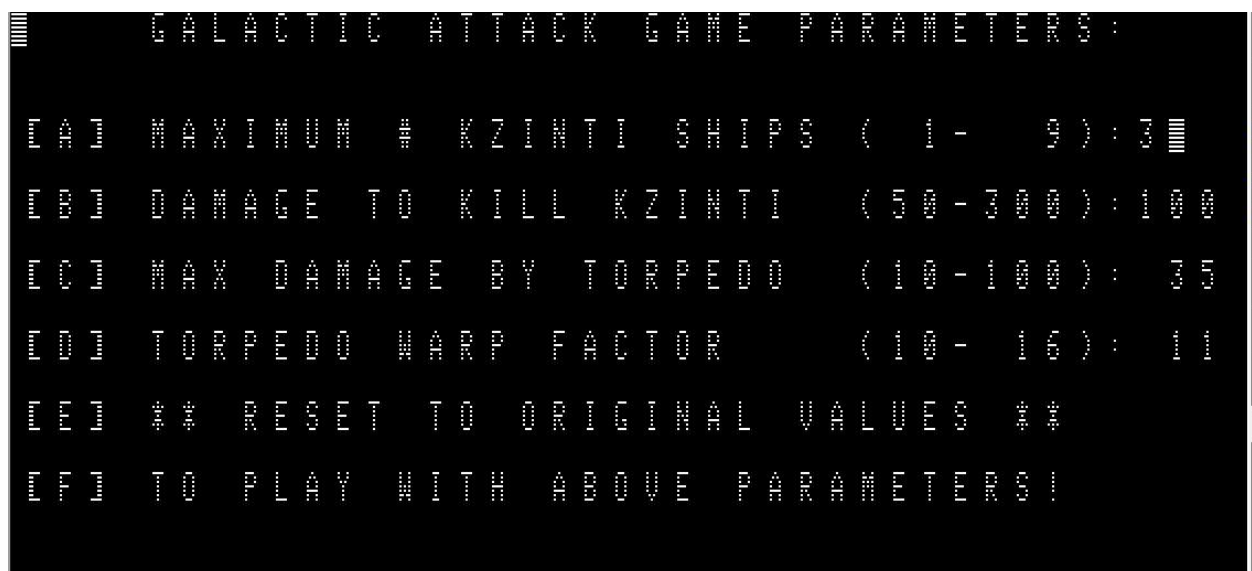

Fig 1 – Game Parameter Screen

2. Game Commands

|	
@	Save Game
M	Magify Map (0-9)
?	Status of Planets
I	Info on Planet, Enter First 2 letters of Planet Name (Fig 3)
0-9	Warp Factor
O	Orbit Planet (Must be in range)
S	Strafe Kzinti Armies (Must be in orbit, shields down)
B	Beam Armies (U)p or (D)own (Must be in orbit, shields down)
+	Raise Shields
-	Lower Shields
K	Set (K)ourse (0-360) or First 2 letters of Planet Name (Fig 2,3)
P	Fire (P)hasers (0-360) (See Fig 2)
T	Fire (T)orps (0-360) (See Fig 2)
!	Repair Ship (Stops Ship)
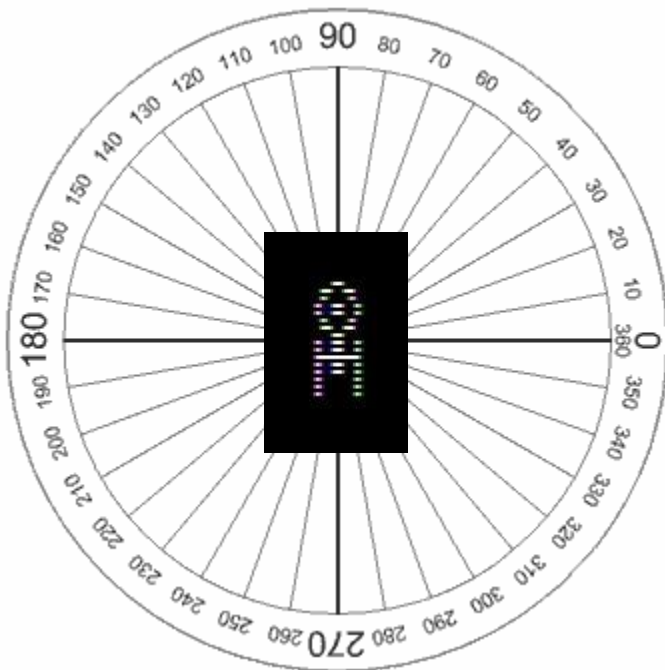
Fig 2 – (K)ourse, (P)haser, and (T)orp angles. Nose of Ship is pointed at 90 degrees

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           STATUS  OF  PLANETS:

 PLANET NAME        #ARMIES        OWNER
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        MERCURY         5          KZINTI
         VENUS          5          KZINTI
         EARTH          5          HUMAN
         LUNA           1          HUMAN
         MARS           6          KZINTI
        CERES           4          KZINTI
   JUPITER             45          KZINTI
       SATURN           5          KZINTI
        URANUS          4          KZINTI
   NEPTUNE              5          KZINTI
        PLUTO           5          KZINTI

           PRESS  [RETURN]
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Fig 3 – (?) command screen. Use first 2 letters of Planet Names shown here to set (K)ourse or collect (I)nfo